

Claim Amendments

1. Canceled.

2. (currently amended) A system for measuring network round trip time, comprising:

a client computer adapted for communications with a server computer, the client computer including:

a processor;

memory coupled to the processor containing definitions identifying fast-response operations initiated by an application program running on the processor;

a monitor and analysis engine, coupled to the processor, includes an analyzer for detecting the presence of at least one of the fast-response operations where fast-response operations are certain operations associated with normal running of the application program
where the application program itself is not programmed to participate in determining the round trip time, the application program requiring the transmission of a first packet to the server computer and the receipt of a second packet from the server computer in response to the first packet, and;

the monitor and analysis engine calculating the round trip time when a fast-response operation is detected based on the time interval beginning with the transmission of the first packet and ending with the receipt of the second packet.

3. (currently amended) The system of claim 2 wherein the memory includes fast-response time operation definitions which list characteristic information associated with fast-response operations.

4. (original) The system of claim 3 wherein the definitions are user-supplied.

5. (original) The system of claim 3 wherein the definitions are automatically generated.

6. (previously presented) The system of claim 2 wherein the client computer further comprises:

a packet duplicator for intercepting and duplicating the first and second packets, and

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forwarding the duplicated packets to the monitoring and analysis engine for analysis.

7. (previously presented) The system of claim 2 further comprising a display device for displaying graphical representations of the round trip time.

8. Canceled.

9. (currently amended) A method for measuring network round trip time, comprising the steps of:

determining if a sent packet by a client computer to a server computer indicates a fast response operation where fast-response operations are certain operations associated with normal running of an application program on the client computer where the application program itself is not programmed to participate in determining the round trip time, the fast response operation including in which the transmission of a first packet to the server computer and the receipt of a second packet from the server computer responding to the first packet in response to the first packet occur; and

if the first packet does indicate a fast response operation, determining the receipt of the corresponding second packet and calculating a round trip time based on a time interval beginning with the transmission of the first packet and ending with the receipt of the second packet.

10. (previously presented) The method of claim 9 further comprising duplicating the first and second packets by the client computer wherein the duplicated packets are forwarded to a monitoring and analysis engine.

11-12. Canceled.

13. (previously presented) The method of claim 9 further comprising the step of assuming that a packet indicating a fast-response operation was substantially instantaneously processed at the server computer.

14. (previously presented) The method of claim 9 further comprising the step of providing a representation of the round trip time via a display device of the client computer to a user.

15. Canceled.

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16. (currently amended) A computer-readable medium storing program instructions for causing a computer to measure network round trip time, by performing the steps of:

determining if a sent packet by a client computer to a server computer indicates a fast response operation where fast-response operations are certain operations associated with normal running of an application program on the client computer where the application program itself is not programmed to participate in determining the round trip time, the fast response operation including in which the transmission of a first packet to the server computer and the receipt of a second packet from the server computer responding to the first packet in response to the first packet occur; and

if the first packet does indicate a fast response operation, determining the receipt of the corresponding second packet and calculating a round trip time based on a time interval beginning with the transmission of the first packet and ending with the receipt of the second packet.

17. (previously presented) The system of claim 2 where fast-response operations are further defined by delay associated with the generation of the second packet upon receipt of the first packet being substantially less than delay associated with round trip times of the first and second packets.